

Bite size Composition

THEME - Accompaniment ideas & Texture

Texture is the way harmony, melody and rhythm work together to create an overall effect in a piece of music. Here are some ideas of accompaniments to try, each will create a different texture. (Think sparse, dense and all stops in between)

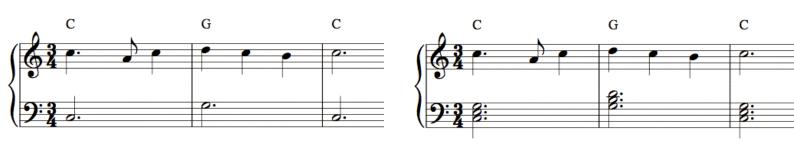
Accompaniment ideas.

A single melody line, either solo or in unison.

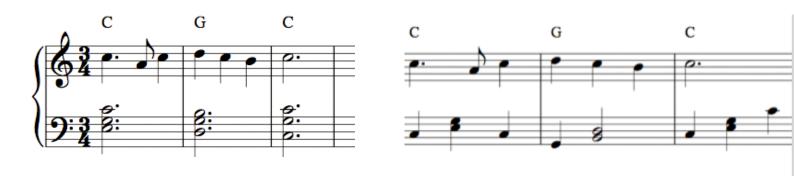


Single note bass line

Root position triads.



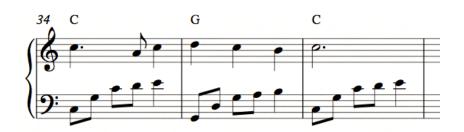
Inverting the chord notes (putting the notes in a different order), spreading them out more, or leaving some notes out. Inversions are a good way of keeping notes moving smoothly from one to another, notice how the bass line (bottom notes) of the accompaniment now move in step.



Broken Chords - Arpeggio patterns with only chord tones. (1,3,5) - play around with direction and rhythm too.



Broken Chords - with extra notes this example = 1, 5, 8, 2, 3

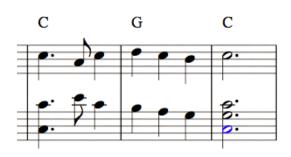


10ths are lovely on the harp. You can also play around putting on different beats of the bar or even between beats and articulation (Staccato, legato)



Accompaniment could have the same rhythm as the melody.

Or be two separate melodies working around each other.





Exercise.

1. To get you started try out some of the patterns above on your own melody & chords, or play around with the following melody and chords suggestion, you can alter anything! Do what you like the sound of.



- 2. You can play accompaniment patterns without a melody too, just chord sequence and a time signature, choose a pattern/style and see what happens.
- 3. Try out the same pattern in different time signatures and see how it changes the way you play/feel the pattern.
 - 4. Mix things us a bit, try putting your melody in your left hand and finding an accompaniment with the right.

Play around with different textures and remember the texture of your piece can change as it develops, changing the texture through a piece is quite nice way of keeping a repeating pattern interesting.